

ABSTRACT

In a method using a computer and a recording medium to make message display quantity in game software into an easy-to-use interface quantity of messages displayed on a screen of the computer by a controller which has a pressure sensing unit. An operation pressure of a user on the controller is detected by the pressure sensing unit and a pressure sensing output value that corresponds to the operation pressure is generated. The number of message display frames that corresponds to the pressure sensing output value is determined, and that number of message display frames are displayed on the screen or monitor all at once.